

MODERATOR

The Moderator is **THE** person responsible for controlling each match. It is important that you are familiar with how the game is played and all of the contest rules. It is, therefore, extremely important that you review the rules well in advance of the actual event.

The Science Bowl is an oral competition in which two student teams attempt to answer toss-up and bonus questions. Each regional competition round is divided into two eight-minute halves with a two-minute break.

1. The first half begins as soon as the Moderator begins the first toss-up question. The Moderator identifies: 1) whether it is a toss-up or bonus question, 2) the subject area and 3) whether it is multiple choice or short answer, before reading the question. If a contestant elects to answer the toss-up question, he/she activates the lock-out system (an electronic device which “locks out” all other contestants and identifies the student who wishes to answer the toss-up question). You or the scientific judge will then **verbally** recognize the student. Should the student answer the toss-up question correctly, the student’s team receives 4 points and is awarded a bonus question. A correct answer to the bonus questions results in the team receiving an additional 10 points. Play then continues by reading the next toss-up question to the two teams.
2. As a toss-up question is read, a student may interrupt the reading of the question. If you **verbally** recognize the student and he/she answers correctly, that team is awarded 4 points, and the team wins the right to answer a bonus question. If the student interrupts the question, is **verbally** recognized, but answers the toss-up question incorrectly, 4 points are awarded to the opposing team and the question is read in its entirety to the opposing team. That team may answer the toss-up question for a chance at the bonus.
3. A student **MUST** wait to be **verbally** recognized by the Moderator before beginning to answer the toss-up questions. If a student answers a toss-up before being verbally recognized, the response is ignored (i.e., you should not reveal whether the answer was correct or incorrect) and the toss-up question is offered to the opposing team. This rule is necessary to avoid situations where two team members think they have activated the lock-out system and blurt out simultaneous answers.
4. The game is over when the second half ends or 25 toss-up questions have been read. The winning team is the one with the greater point total.

You will be provided with the questions for your games well in advance of the actual event. It is important that you read all the questions before the competition to help ensure that you read the questions smoothly and to allow you to make certain of all pronunciations of scientific terms.

“IMPORTANT RULES”

MODERATOR, PLEASE READ THE FOLLOWING BEFORE EACH MATCH!!

Before we get started, I would like the coaches of both teams to come forward. Please introduce yourselves, shake hands, and sit together in the back row with alternates.

Please let me remind you of several important rules we will be carefully observing during this match.

1. On toss-up questions, you **MUST** be **verbally** recognized by the Moderator or Scientific Judge before replying. If you respond before being **verbally** recognized, your team is automatically disqualified from answering the question. The question will then be offered as a toss-up question to the opposing team.

In this match, I will identify you by saying either Team “A” or “B” and either Participant “1,” “Captain,” “2,” or “3.”

2. On toss-up questions, there can be no conferring among team members **ON EITHER TEAM** at **ANY** time. If conferring occurs on the team that was initially recognized to answer the question, that team is disqualified from answering the question and the question is offered to the opposing team. If conferring occurs or has occurred, on the opposing team, it too is disqualified from answering the question.
3. **Challenges must be made before the moderator begins the next question.** All challenges must come from the team members who are actively competing. The alternate may not object. If the challenge is on a toss-up question, the challenge must happen before the bonus question is started.
4. On bonus questions, you have 20 seconds **AFTER** the Moderator finishes reading the question to begin your answer to the question. If you fail to begin your answer before the Timekeeper says “TIME,” you have missed your bonus question. You will hear the Timekeeper say “5 SECONDS,” when you have only 5 seconds left to begin your answer.
5. Finally, on the bonus question, only the team captain’s answer will be accepted.

2004 Science Bowl

Official Score Sheet

MODERATOR _____

1. Record the names of the schools which will be participating in this match at the bottom of this sheet. Complete the other information as well.
2. Introduce yourself and the other officials.

SCIENTIFIC JUDGE_____

RULES JUDGE

TIMEKEEPER_____

SCOREKEEPER_____

3. Check the lock-out system by having each student introduce him/herself.
4. READ THE “IMPORTANT RULES” SHEET ALOUD.
5. Record final scores in the space provided below.
6. See that the Rules Judge PICKS UP ALL PAPER at the half and at the end of the round! The students are NOT to take their scratch work out of the competition room.
7. Please have the RUNNER take the Official Score Sheet to the Scorers/Appeals Room [unless you are going to the Appeals Room].

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SCHOOL	FINAL SCORE
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SCHOOL _____	FINAL SCORE _____
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COMPETITION ROOM _____ ROUND _____ DIVISION _____

WINNING SCHOOL

Captain, Team A

Captain, Team B

SCIENTIFIC JUDGE

The questions in each subject area have been reviewed by at least two individuals with subject expertise to eliminate erroneous or ambiguous questions. In addition, we have selected a multiple-choice format for many of our questions. This eliminates more than one correct answer (**it's either one of our answers or the response is wrong**).

1. Your primary duty as a Science Bowl SCIENTIFIC JUDGE is to **resolve question challenges**.

Should a question be challenged, there are a number of steps that should be followed:

- # First, see that the competition clock is stopped.
- # Then, if the challenged question is in your field or that of Moderator or other Science Bowl official in the room, you should resolve the challenge without outside assistance.
- # If a challenge arises which is outside the fields of the officials in your room, please bring the challenge to "Science Bowl Central." The organizing committee will either have someone on call or in the building in each of the math or science areas who can resolve the issue. **Once you report a decision, that decision is final.**
- # Should you feel that time was lost as a result of the interruption (5, 10, or 15 seconds, for example), check with the Moderator who may add that time back onto the clock before resuming the competition. Be certain to announce that you are "correcting" the time because time was lost due to the interruption so that all participants understand what is happening.

2. The Scientific Judge may control the buzzer lock-out system.
3. The Scientific Judge may also verbally recognize the student in place of the Moderator. This duty should be determined by the Moderator and Scientific Judge before the match and should be consistent for the whole match.
4. **Ensuring that the Moderator has read each question correctly.** You will be given a packet of questions identical to those of the Moderator. As the Moderator reads a question, please follow along to make sure the question is read correctly and that all words are pronounced correctly.

SCOREKEEPER

Your duty as a Science Bowl SCOREKEEPER is to:

1. **Accurately award points and record the competition score.** Scores will be recorded on a blackboard or easel that should be visible to all contestants and Science Bowl officials. The point awards are: 4 for each correctly answered toss-up question and 10 points for a correctly answered bonus question.

The only variation to the above is when a contestant INTERRUPTS a toss-up question while it is still being read, is recognized, and gives the wrong answer. **Four points** [4] are awarded to the opposing team. The opposing team then has the opportunity to answer the interrupted question after it is read in its entirety; and, if it answers the toss-up correctly, receives another 4 points for the toss-up question and is then asked the bonus question.

As you keep track of the score on the scoresheet or blackboard, two columns should be recorded for each team. In the first column, **record the points a team receives on each individual question** with toss-up, interruption, and bonus points being recorded separately. The second column should contain a **running total** of the team's points. If recorded in this fashion, the point total can be checked at the end of the round.

2. **Post-game.** Announce the scores and have team captain's sign the sheet. Collect the envelope, the official score sheet from the Moderator, and the score sheet.

RULES JUDGE

Your duties as a Science Bowl RULES JUDGE include:

1. **Ensuring all competition rules are followed.** To serve in this capacity, it is imperative that you fully understand all competition rules. Please review the competition rules before coming to the Science Bowl training session.

During the competition, if you should have to discuss a rule with the Moderator during a round, please be certain that the clock has been stopped. If you feel that time has been lost, check with the Moderator, who is allowed to make a time correction.

2. **Watching for Scorekeeper errors.** If, for example, Team A is supposed to get four points, the Rules Judge needs to make sure the Scorekeeper doesn't inadvertently credit the wrong team with those points.
3. **Ensure that quiet is maintained.** During competition play, the Rules Judge is responsible for ensuring that quiet is maintained in the room and that no signals are given to the team members from the audience.
4. At the beginning of each half, check that all students have **blank scratch pads** and pencils. Collect any used scratch paper at the end of the half and discard.

TIMEKEEPER

Your duties as a Science Bowl TIMEKEEPER include:

1. **Operating the official competition time clock.** You will be provided with a clock that shows both minutes and seconds. At the beginning of each of the competition's halves, set the clock at 8 minutes (or 10 at the nationals). The clock should be started as soon as the Moderator begins to read the first question. The clock should be allowed to run uninterrupted until time expires UNLESS there is a question or a rules challenge. At half-time, call "HALF" and at the end of the game call "GAME."

If there is an interruption, stop the clock until the issue is resolved. Restart the timer when the Moderator begins reading the next question. Add time back onto the clock if the Moderator feels that an interruption has unduly used competition time. Again, be certain to explain to the participants that a time correction is being made.

2. **Keeping track of the time for bonus questions.** Each time a team correctly answers a toss-up question, the team will be awarded a bonus question. The students have 20 seconds to begin to answer the bonus question AFTER the Moderator has finished reading the bonus question. After 15 seconds in the bonus period have elapsed, please say "5 SECONDS." This is to alert the students that only 5 seconds remain in their bonus period. At the end of the 20-second time period you will simply say "TIME." Please say this loudly enough for all participants to hear. Generally, it will be sufficient for you to time the 20-second interval by reading the clock provided for the match. However, a stopwatch may also be used for this purpose.
3. **On toss-up questions,** one of the teams must answer within 5 seconds of the Moderator's completing the question. Keep track of the 5 seconds allowed, calling "TIME" so that the Moderator will know to proceed to the next toss-up question.
4. **At the conclusion of each half,** reset the clock.